# Design elements exercise

**This exercise will be used during game development in Learning Outcome 3**

In this exercise you have to play any online game to shape that general idea for your game, then complete the table with design elements for your future game (information from this document have to be used during your game development). Each element’s description has been written in the right hand site column in italic form (You can delete it when typing your own words, or you can leave it). This exercise will help you to understand which design elements are necessary to create a game.

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| **Game’s Title** | Plague of the Undead |
| **Narrative design** | The plot of the game is that you are a Knight or archer, you are tasked to eradicate the undead, by doing so you unlock new tools and weapons. |
| **Character design** | There are 2 playable characters, both characters can use close combat or use a ranged attack. The knight will be better at close combat whilst the Archer will be better at ranged attacks.  The knight will be styled similar to this    The knight will be styled similar to this    There will be zombies which will be the main objective. The zombies will look similar to this: |
| **Level / environment design** | The design of the game will be low poly, this will allow quick development of assets whilst still having a decent standard of graphics, this will allow me more time to focus on the game mechanics and coding.  As of now, there will be 2 levels after the tutorial, the first one will be a cave, with minimal lighting, it will be dim but you will still be able to see. The next level will be a grave yard. It will be lit up by the moonlight, it will be dim but you will be able to see better than in the cave.  These are examples of what low poly level design looks like |
| **Gameplay and game mechanics design** | Each level will have a weapon that you can unlock at the end of it, at the end of the level you can purchase more items such as healing items, arrows and more using coins that you can collect through the level, you can collect the coins from either zombies dropping them when killed or collecting them from chests that randomly appear through out the maps. Depending on each level, close combat or a range attack might work better, for example, when in the first level (the cave) it would be better to use close combat, however in a more open place like level 2 (the graveyard) keeping your distance will be better. XP can be gained by killing zombies, you can progress out of the level by collecting all of the XP. Depending on the XP earned that level, you can unlock new weapons to use in your next adventure. You can use coins to purchase a shield, there will be multiple types, each shield will be more expensive however it will give better protection, you can use the shield to prevent the players health from going down, however once the shields health reaches 50%, it will go down as well as a small amount of the players health, once the shield is gone, the players health will go down even more.  Once you have completed all levels, you will face the final boss, if you kill the boss, you win, if not then you get a second chance to defeat it, if not then you loose. |
| **User interface design** | To play the game you will be able to use a game pad or keyboard and mouse.  The character controller will be a 3rd person controller.  Visuals and audio will enhance the gameplay, so headphones/speakers will be advised to have.  For the UI, there will be a basic inventory system. 3 items in your HUD, (close combat weapon, range weapon, and consumable) which can be switched out using the larger menu of unlocked weapons. In the top left, there will be a space for a shield, again this can be selected from the larger menu. There will be a health bar and shield health bar, in the top right, it will display how many coins you have when you collect them, and fade away after a few seconds. There will be a permanent XP bar in the top middle. |